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Title: The Morgaz Machine 1

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\*The front cover is decorated with the image of an ouroboros surrounding a gear\*

This machine is designed as a fleshcrafter training system. It utilizes physical and elemental forces to attempt to destroy the fleshcrafter, but will stop once the fleshcrafter is overwhelmed and inject

them with anti-torporing enhanced blood. The use of this machine by non-fleshcrafters or novices will result in utter destruction. It is not a torture machine and should not be used

as such, it will destroy the victim within seconds. For a proper torture machine please consult myself or another technomancer.

\*A labeled drawing of the whole machine, with numbered lines pointing to specific parts\*

1 - elemental control unit  
2 - reaction controller  
3 - central body chassis

3a - barrage system  
3b - arcana observance system  
3c - engine unit and arm motion system  
4 - emotive projection drive



5 - diligence conversion  
drive

6 - chemical delivery  
system

1 - Elemental control  
unit

\*A drawing of a long  
device with a series of  
labeled power crystals on  
it, and rows of arcane  
gems\*

The elemental control unit  
is used to send out  
bursts of raw energy, as  
well as cast spells onto  
the fleshcrafter. The  
power crystals contain  
each of the basic four  
elemental energies which

can be sent out in their  
raw form, or drawn from  
by the arcane gems with  
spell casting. Each arcane  
gem contains  
instructioning for a single  
spell, this particular  
device is designed to hold

32 arcane gems but could  
be expanded upon if more  
spells are required. The  
elemental control unit is  
called from the reaction  
controller (2), and  
returns the requested  
spell or raw energy. From

there, it is sent to the  
arcana-observance system  
(3b). The controlling gems  
for this device are  
numbered 1 and 2 on the  
diagram, and handle  
interaction with the  
reaction controller (2).

\*Lines of instructioning  
for the controlling gems,  
and then for the spell  
gems\*

2 - Reaction controller

\*A drawing of a cluster



of arcane gems with several wires coming from them, arrows pointing and numbering each gem\*

This device is connected to the arcana-observance system(3b), it monitors the fleshcrafter's actions to determine how to change its assaults if the fleshcrafter has created a defense. It also

executes random assaults to prevent the machine from becoming predictable. It monitors recovery time from assaults and stores effective combinations to use again. The second purpose of the system is

to monitor the fleshcrafter's blood levels, reaction time, and movement in a way to determine if it has been defeated or not. It is absolutely the most vital system in the machine to

create properly, as otherwise the machine may destroy the fleshcrafter using it.

\*More drawings of the controller from different angles, and cross sections\*

\*An entire page in small writing dedicated to the gem instructioning for each of the arcane gems in the cluster\*

3 - Central Body  
Chassis and its components

\*A full page drawing of the chassis and its



related parts\*

The body chassis is where the fleshcrafter places itself to use the machine. The four sides will close tightly around it, the offensive implements pressing into the fleshcrafter.

NOTE: THIS PART ALONE WILL KILL ANY NON-FLESHCRAFTER PLACED INTO THE MACHINE. IT IS NOT A TORTURE DEVICE, THE DEATH WILL BE NEARLY INSTANT AND PAINLESS

AND THE RESULT WILL BE A DIFFICULT TO CLEAN MESS.

This section details the three major components attached to the chassis: The barrage system, the arcana-observance system,

and the engine system. When constructing the metal components, ensure highly durable metals are used to withstand high pressure. Also consider which, if any, acids will be used by the machine,

and ensure the metals used will not react with them.

3a - The barrage system.

\*Drawings of circle saws, curve-thorned circle rasps, and various bladed saws, some having additional raspy barbs along the sides\*

The barrage system is designed to be highly durable and cause maximum flesh and bone damage. As long as it is connected to the engine(3c), its components



will run. The reaction

controller(2) handles  
turning the barrage parts  
on and off.

3b - The  
arcana-observance system  
\*Drawings of the various  
needles, picks, and jabbing  
instruments attached to  
the chassis, each one  
labeled\*

Elemental pick, elemental  
pin: Used for transferring  
magic and energy into the  
fleshcrafter.

Injectory pick: Used to  
inject chemicals during  
testing, including mind  
altering drugs and

corrosives.

Barbed piercer: Highly  
durable, is designed to  
pierce chitin and shell and  
cause maximum damage to  
the surrounding flesh  
after doing so.

\*Drawings of cross  
sections of each part\*  
Each pick and needle  
contains crystals written  
to monitor fleshcrafter  
status. This serves to  
determine what defensive  
maneuver the fleshcrafter

is taking and counter it,  
as well as allow the  
machine to recognize when  
the fleshcrafter is  
defeated.

\*Lines of gem  
instructioning for the  
monitoring crystals\*

3c - Engine system  
This is the system that  
moves 3a and 3b. It  
requires little  
instructioning, the  
reaction controller turns  
each arm on and off as  
necessary.



\*A drawing of of a  
device with several power  
crystals attached, several  
pistons and modulator  
gems around the sides of  
the power crystals.  
Gears, belts, and chains  
come off the sides of

the machine, connecting  
with the chassis arms\*